Fig. 1

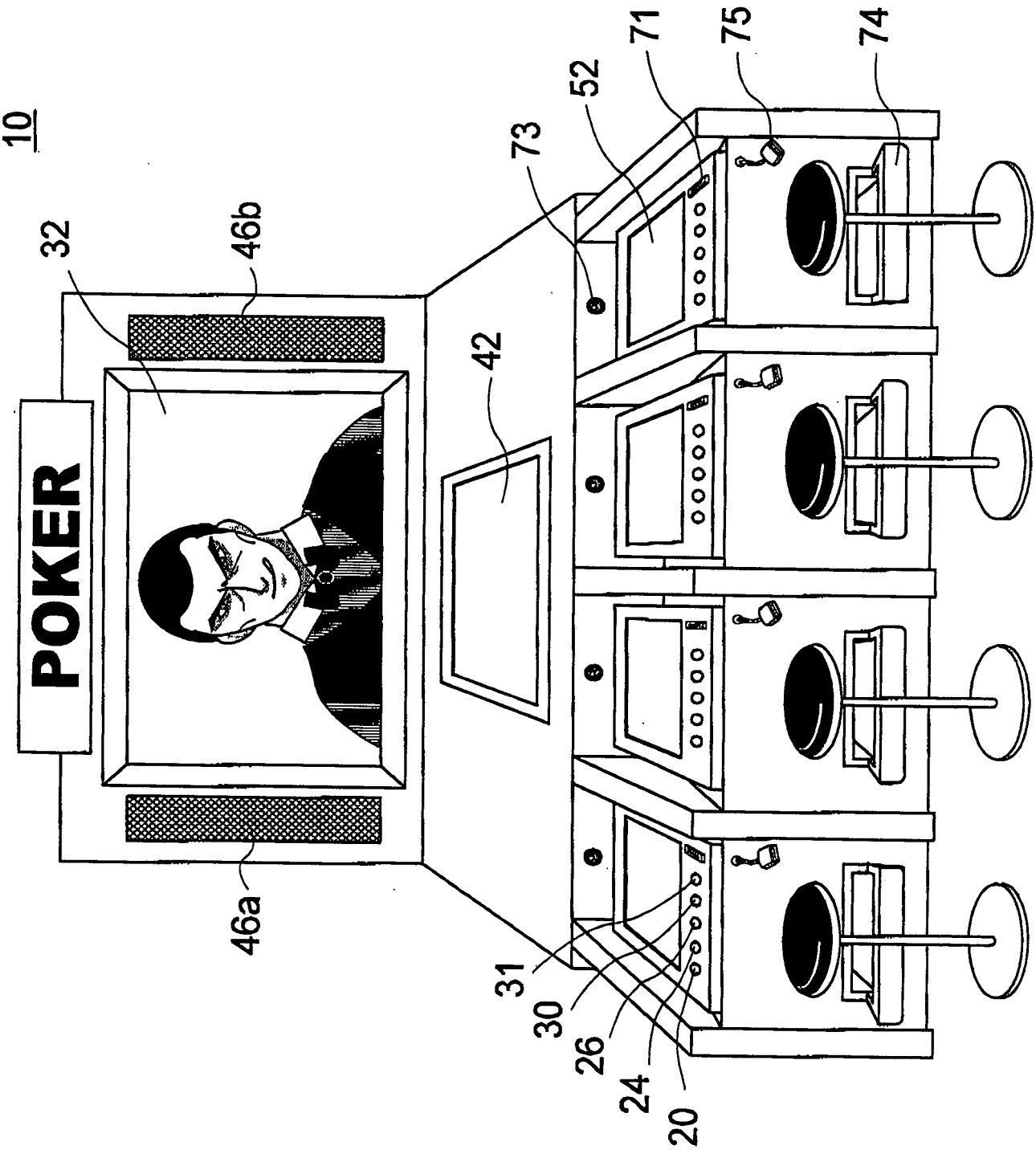


Fig. 2

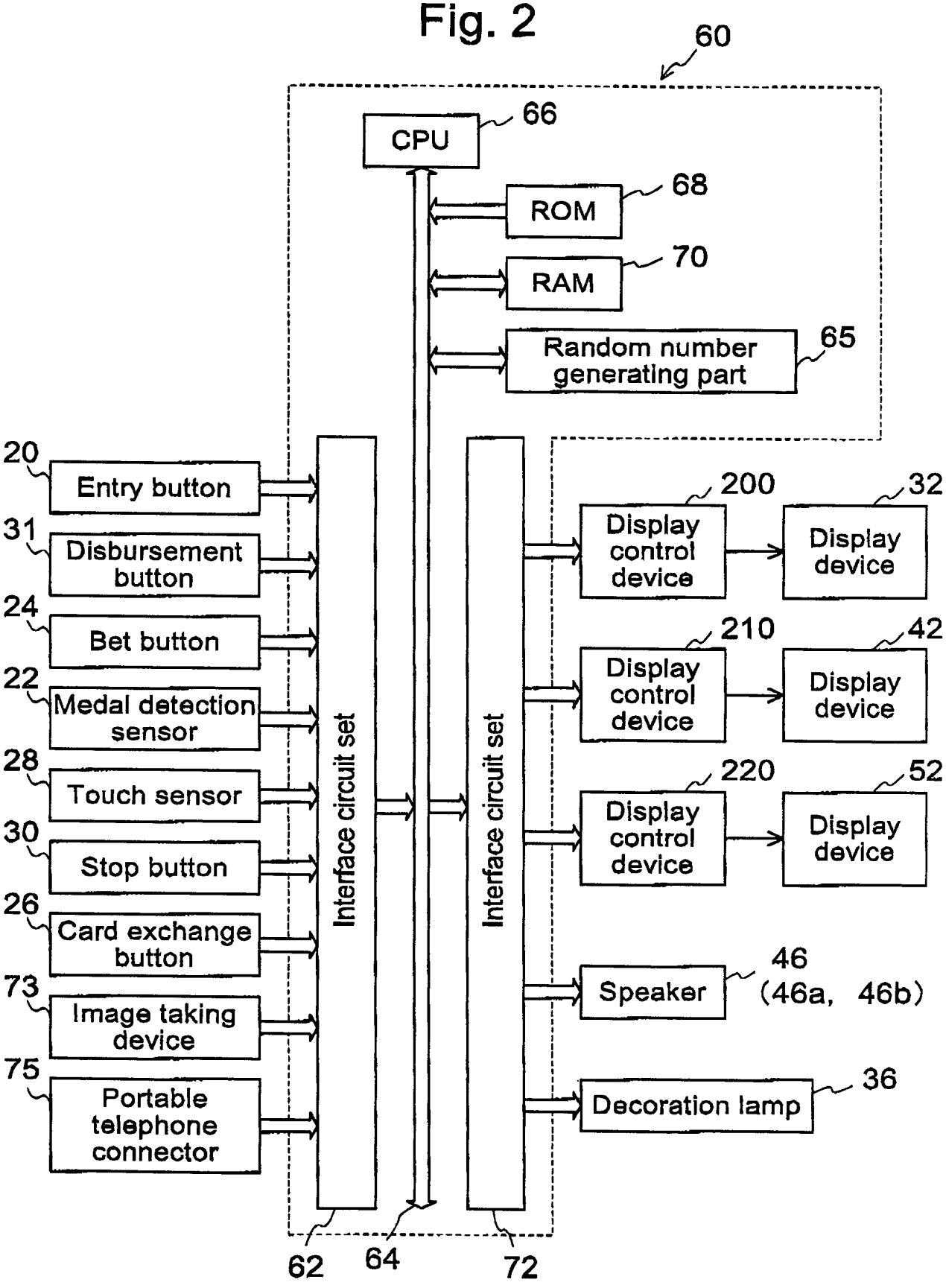

60
CPU
66
ROM
68
RAM
70
Random number generating part
65
20
Entry button
31
Disbursement button
24
Bet button
22
Medal detection sensor
28
Touch sensor
30
Stop button
26
Card exchange button
73
Image taking device
75
Portable telephone connector
Interface circuit set
Interface circuit set
200
Display control device
32
Display device
210
Display control device
42
Display device
220
Display control device
52
Display device
Speaker
46
(46a, 46b)
Decoration lamp
36
62
64
72

Fig. 3

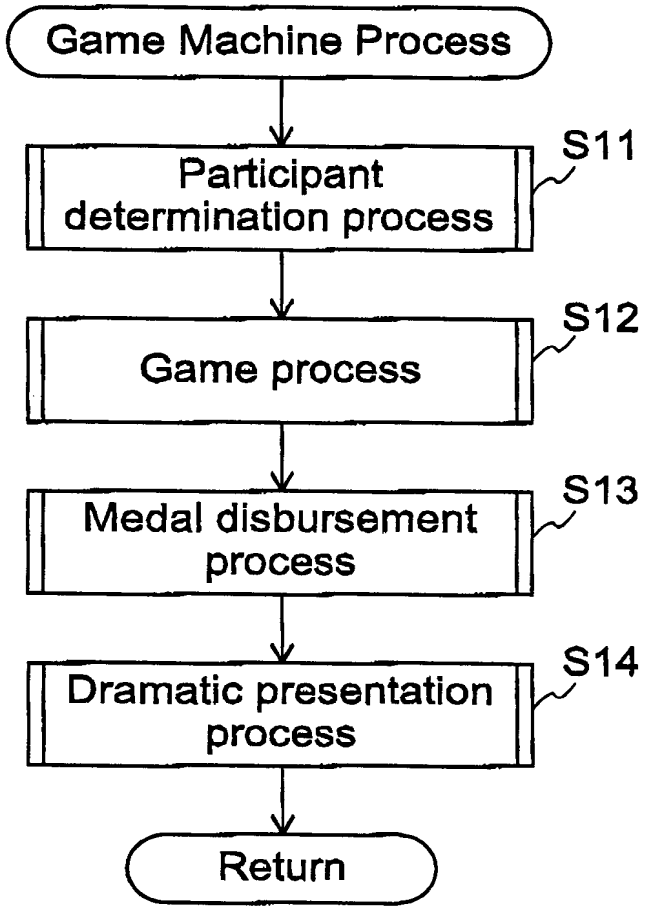

Game Machine Process
Participant determination process
S11
Game process
S12
Medal disbursement process
S13
Dramatic presentation process
S14
Return

Fig. 4

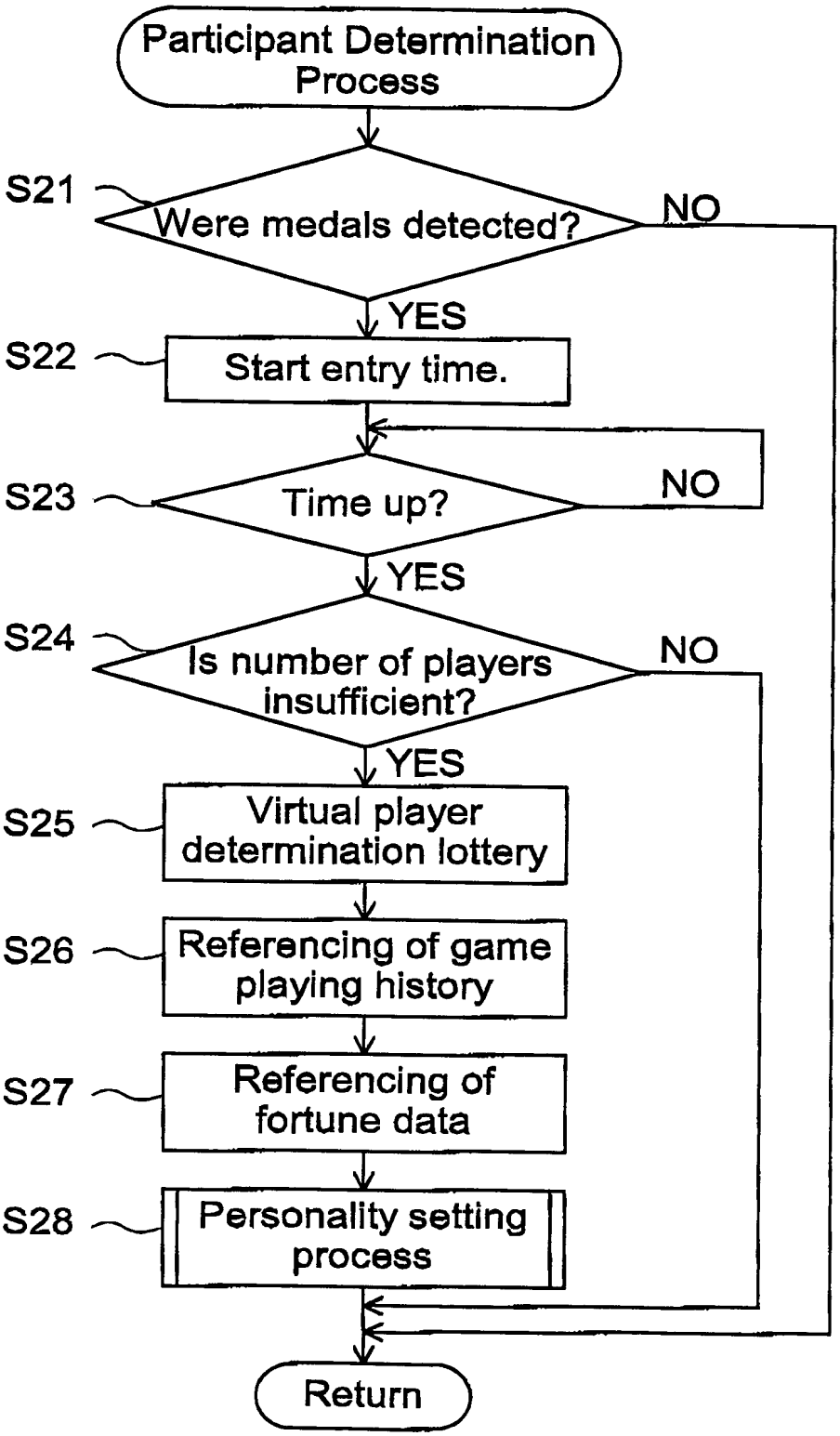

Participant Determination Process
S21
Were medals detected?
NO
YES
S22
Start entry time.
S23
Time up?
NO
YES
S24
Is number of players insufficient?
NO
YES
S25
Virtual player determination lottery
S26
Referencing of game playing history
S27
Referencing of fortune data
S28
Personality setting process
Return

Fig. 5

Virtual player	Basic personality	Degree as a gambler	Acting ability	Learning ability	Emotional stability	Circumstance ascertaining ability
A	Aggressive	5	4	3	2	3
B	Sly	4	5	4	4	4
C	Honest	4	1	4	1	3
D	Wise	3	3	5	4	5

Fig. 6

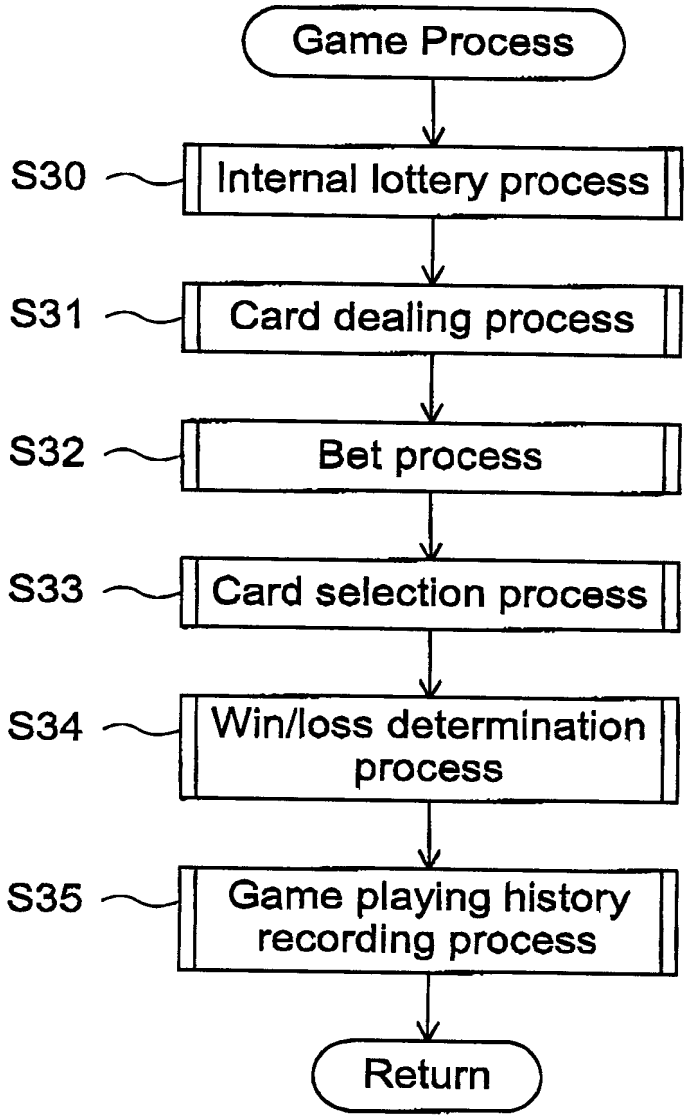

Game Process
S30
Internal lottery process
S31
Card dealing process
S32
Bet process
S33
Card selection process
S34
Win/loss determination process
S35
Game playing history recording process
Return

Fig. 7

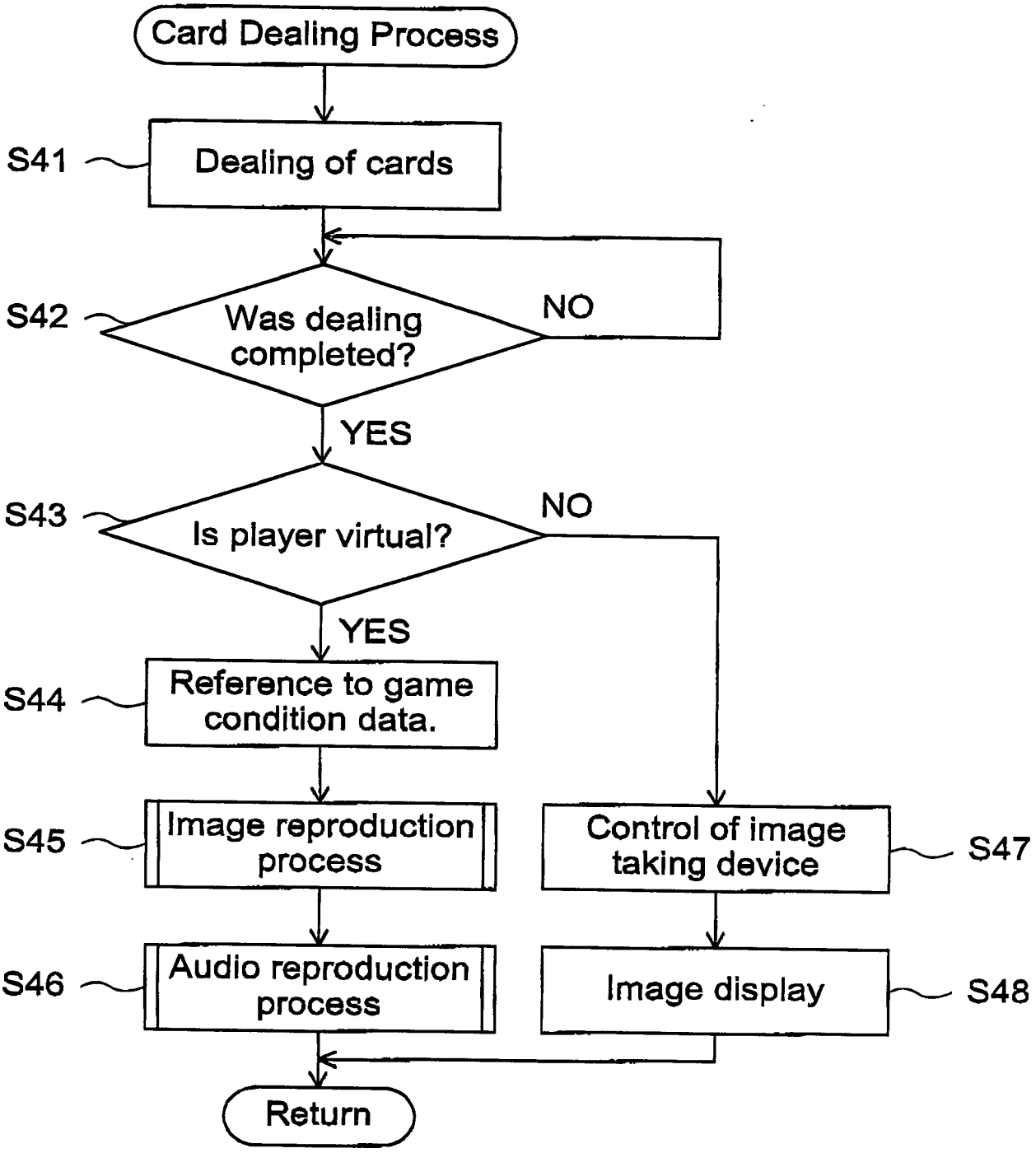

Card Dealing Process
S41
Dealing of cards
S42
Was dealing completed?
NO
YES
S43
Is player virtual?
NO
YES
S44
Reference to game condition data.
S45
Image reproduction process
S46
Audio reproduction process
S47
Control of image taking device
S48
Image display
Return

Fig. 8 A

Player	Order of entry	Number of times of betting (times)	Betted quantity (medals)	Average betting time (s)	Number of wins
E	4	3	14	3	3
F	1	1	4	10	1
G	3	3	14	8	7
H	2	2	8	6	4

Fig. 8 B

Player	Carefulness	Degree of gambler	Decisiveness	Gaming strength	Continuation
E	2	5	5	3	1
F	5	2	2	2	0
G	3	4	3	5	1
H	4	3	4	4	0

Fig. 9 A

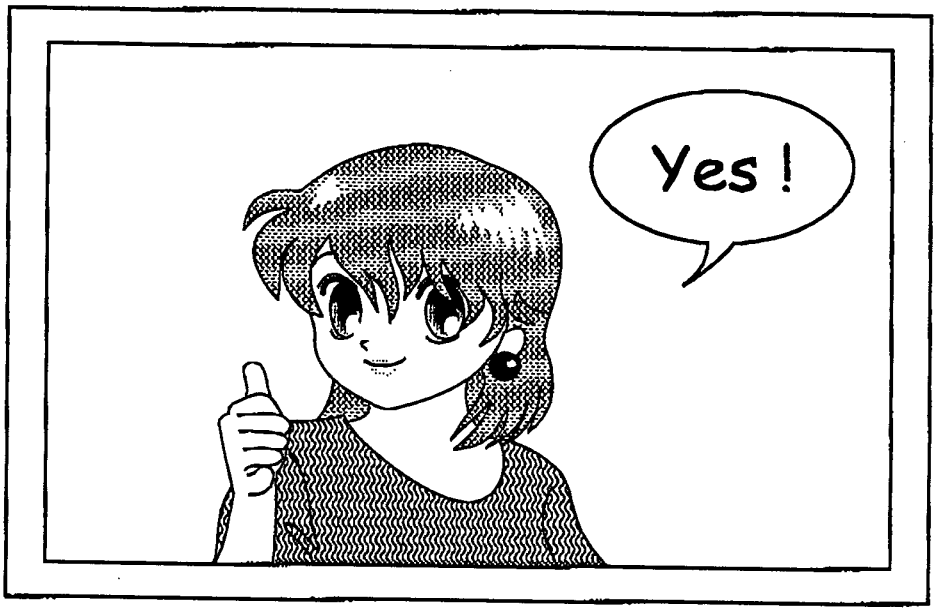
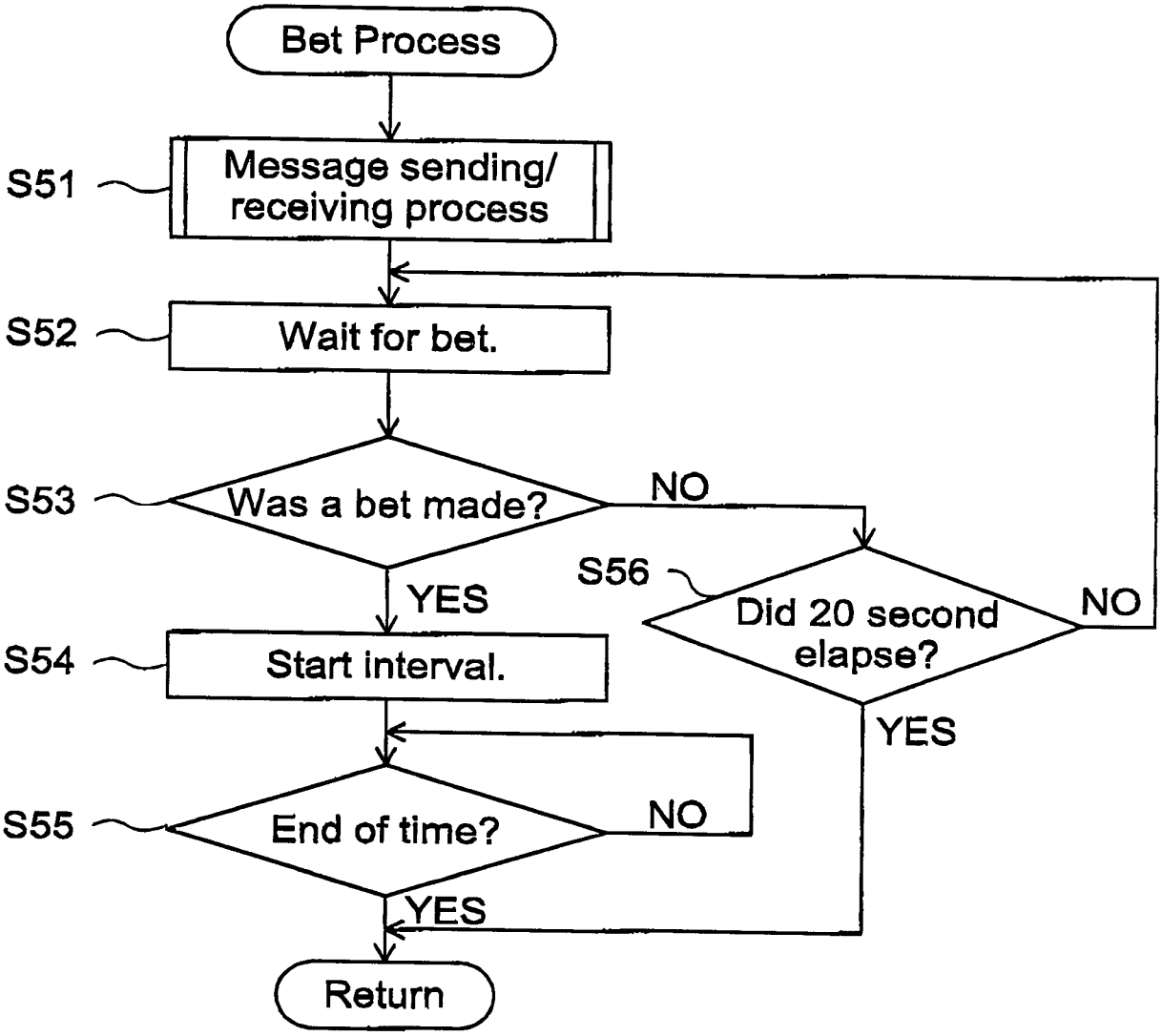


Fig. 9 B

Fig. 10


Bet Process
S51
Message sending/ receiving process
S52
Wait for bet.
S53
Was a bet made?
NO
YES
S56
Did 20 second elapse?
NO
YES
S54
Start interval.
S55
End of time?
NO
YES
Return

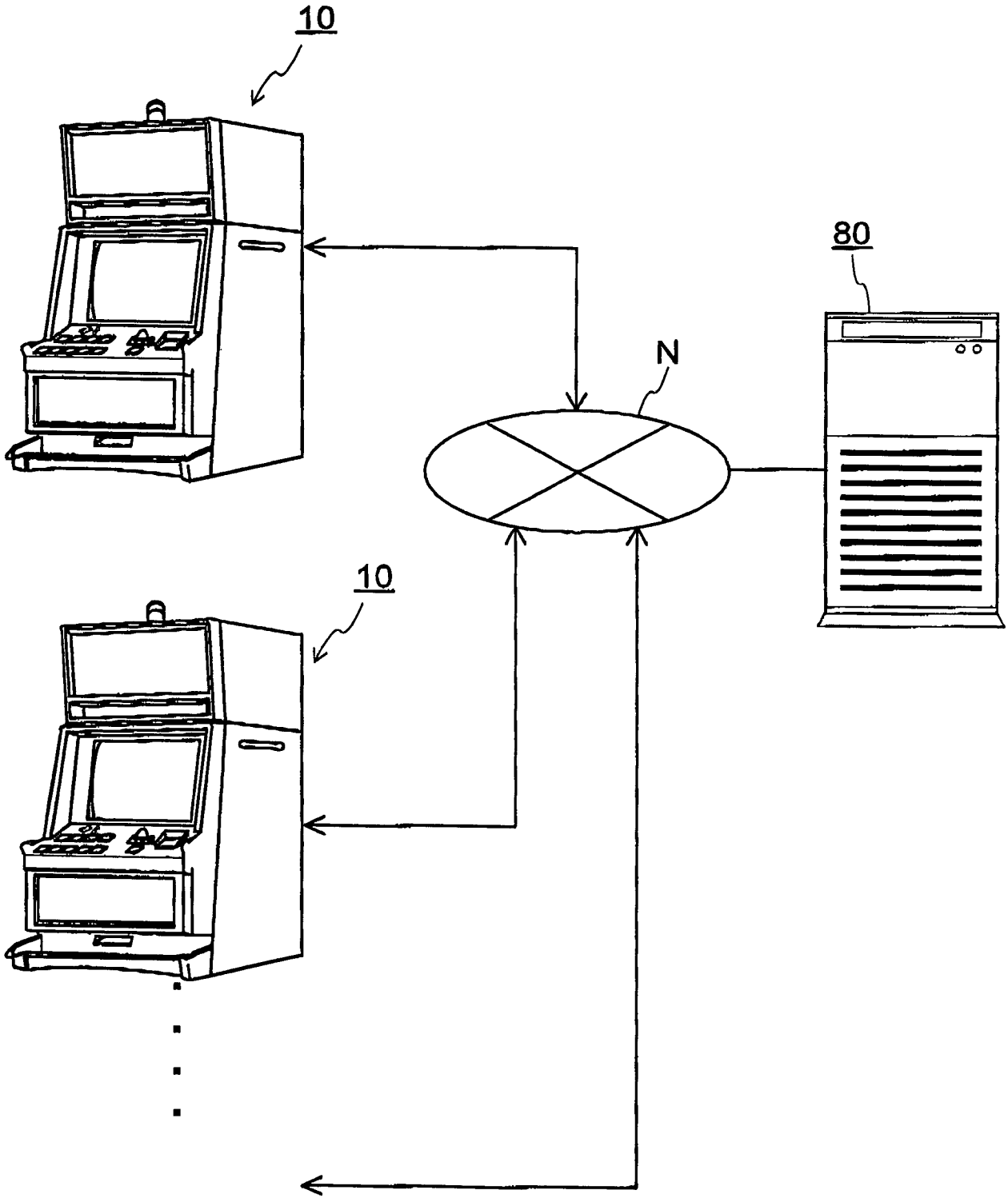



Fig. 11